STAR TREK ROLEPLAYING GAME

RULES CRIB SHEET

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BEGIN TRANSMISSION
DATA RECEIVED

The Standard Test –
2d6 + attribute modifier + skill level + any other modifiers.
Compare the result to the target number (TN)

Standard Target Numbers (TN)

DIFFICULTY	BASE TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

Some skills may be attempted untrained.
These are indicated on the character sheet.

DEGREE OF SUCCESS

RESULT	DEGREE OF SUCCESS/FAILURE
11+below TN	Disastrous Failure
6-10 below TN	Complete Failure
1-5 below TN	Failure
equals TN	Marginal Success
1-5 above TN	Complete Success
6-10 above TN	Superior Success
11+ above TN	Extraordinary Success

The Attribute Test –
2d6 + attribute modifier + any other modifiers.

Courage – You can spend courage to improve test results.
Each point of courage spent gives a +3 test result bonus. You can spend no more than 4 Courage points in a round.

The Reaction Test –
2d6 + reaction level + any other modifiers.
Made to resist mental or social influence, or to survive physical ordeals.

Weariness – To resist losing a level of weariness, make a stamina test.

Combat

An action round represents 6 seconds.
During an action round, a character may perform two actions without penalty. He may perform all actions at once, or perform one and delay the other until later in the round.
You may attempt to perform more actions, suffering a cumulative –5 penalty for each additional action.

To determine initiative
2d6 + swiftness + any other modifiers

Armed Attack Test
2d6 + attribute modifier + armed attack skill + other modifiers.
TN = targets Defence Value
Marginal success or better indicates successful attack. Roll damage dice.
To avoid damage, perform a dodge or parry/block action.

Ranged Attack Test –
2d6 + attribute modifier + ranged attack skill + other modifiers.
Check weapon description for range increment modifiers.
TN = targets Defence Value
Marginal success or better indicates successful attack. Roll damage dice.

Dodge costs 1 action. If the attack roll succeeds, result becomes TN for the Dodge roll which is 2d6 + swiftness + other modifiers. If this succeeds, attack misses. If the attackers test fails, no dodge roll need be made. Result can be deferred until target is hit later in the round.

Block or Parry - Takes 1 action. Declare before the attacker rolls his skill test. If successful, result becomes TN for the block or parry roll, which is an opposed armed or unarmed combat skill test. Unlike a dodge, this action only applies to a single incoming attack.

Unarmed Attack Test –
As above but substitute unarmed attack skill

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Taking Damage –
As your character suffers damage, he will progress through wound levels describing his degree of injury. As he drops from one wound level to the next, he will suffer penalties that apply to all physical and mental tests. Strength modifiers apply to the damage test made for armed and unarmed attacks.